

## **IN THE SPECIFICATION**

Please **ADD** the following immediately after the last line on page 11 of the specification:

RCS::StateSet( ) action from the media renderer 350. When AVT::StateSet( ) action and RCS::StateSet( ) action do not exist, the control point 310 can invoke necessary actions a few times among the actions of the existing service so as to change states of each service to wanted states of the user.

When the model of the UPnP-based media contents playback system is the push model and the second control point CP2 transmits the state information stored in the media server MS to the second media renderer MR2, the second media renderer MR2 can change a media offset on the basis of time information of the media server MS, or play the media contents from the last pause time through seek( ) action.

The operational process of the UPnP-based media contents playback system will now be explained with reference to actions of Figs. 4 to 11. The actions of Figs. 4 to 11 can be modified in various forms by various methods, and thus will now be schematically explained.

Figs. 4 to 11 are tables showing additional actions in accordance with the present invention.

In order to transmit the state information received by the first control point CP to the second control point CP2, CM::StateGet( ) action and CM::StatePut( ) action can be added as shown in Figs. 4 to 6.

So as to transmit the media contents stream from the media server MS to the second media renderer MR2 by inv0kin.g each action once in every service, AVT::StateGet( ) AVT::StateSet( ), RCS::StateGet( ) and AVT::StateSet( ) actions can be added as shown in Figs. 7 to 11